الصف الأول الإعدادي ٢٠٢٥

بنك أسئلة

المتميز

أ/ محمود سعيد

ELMotamez Questions Bank

ICT

Final Revision

1 الصف الأول الإعدادي

إعداد

أ/ محمود سعيد

ملحق الإجابات بالداخل

نسخة مجانية

El.Motamyez.School

يمكنكم الحصول على المذكرات والاختبارات من خلال مسح رمز الـ QR Code
أو من خلال صفحة "المتميز - أ/ محمود سعيد".
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Second Term Questions Bank

Question 01 choose the correct Answer

1. ..... are used to avoid obstacles.
   (a) Light sensors (b) Sound sensors (c) Distance sensors (d) Heat sensors
2. To execute the project, click on the icon ..... .
   (a) (b) (c) (d)
3. One of the advantages of Python is that it ..... .
   (a) Open source (b) Closed source (c) Not free (d) Limited use
4. The string value of a variable is placed between the marks ....
   (a) " " (b) < > (c) >= (d) <=
5. ..... artificial intelligence can solve problems that are difficult for humans to solve easily and discover new things we never imagined before.
   (a) Narrow (b) General (c) Super (d) Precise
6. In the Scratch program, the result of the work or project appears in the.....
   (a) Script area (b) Stage area (c) Area Blocks (d) Sprites area
7. Python translates code line by line, which means it is ..... .
   (a) complex language (b) Closed source (c) interpreted language (d) Not integrated
9. The "Go to random position" command is found in the ..... group.
   (a) Motion (b) Sound (c) Control (d) Events
10. One of the Common applications of sensors is the use of infrared in.....
    (a) 3D scanning (b) Remote controls (c) Vacuum cleaners (d) Smartphones
11. In Python, variable names can begin with ..... .
    (a) underscore (b) letters (c) numbers (d) both a and b

12 The official website of Python is ..... .

a www.python.ad b www.app.org c www.python.org d www.python.edu

13 ..... robot is an example of a home robot.

a Industrial b Medical c Roomba d Educational

14 The variable names "Taher", "TAHER", and "taher" refer to ..... variable(s).

a the same b different c invalid d reserved

15 To stop the execution of the project, click on the icon .....

a b c d

16 ..... is a library widely used in data science, statistics, and artificial intelligence.

a Pandas b Matplotlib c NumPy d Angular

17 Decimal variables in Python are stored as ..... data types.

a string b int c Boolean d float

18 The "Pen" extension is added by clicking on ..... .

a Choose Sprite b Add Extension c Delete Sprite d Change Backdrop

19 The function ..... is used to display text or values on the output screen.

a Cos( ) b Type( ) c Print( ) d Sin( )

20 ..... like Siri or Alexa use artificial intelligence to understand and execute your commands.

a Personal assistant b Instant translator c Smart shopping d Natural language

21 To draw a geometric shape, you need to set the ..... points of the lines.

a random b middle c start and end d none of them

22 Strings in Python are placed between ..... .

a ' ' b " " c both a and b d none of them

23 To determine the data type of a variable, we use the function ..... .

a Cos( ) b Type( ) c Print( ) d Sin( )

24 If the movement is too fast, the command ..... from Control Blocks is used.

a Wait b Repeat c Forever d Else

25 Boolean variables in Python can have ..... value(s).

(a) one (b) two (c) three (d) four

26 The first step in the operation of a sensor is ..... .

(a) sensing (b) displaying (c) transmitting (d) transduction

27 Python is widely used in ..... .

(a) data science (b) machine learning (c) web development (d) all of them

28 The "When Clicked" command is found in the ..... group.

(a) Sound (b) Motion (c) Control (d) Events

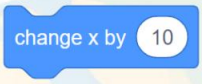
29 Python variables are ..... .

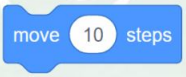
(a) reserved (b) invalid (c) case-sensitive (d) case-insensitive

30 ..... is a type of AI that focuses on performing specific tasks.

(a) Narrow AI (b) General AI (c) Super AI (d) None of them

31 To execute the project's steps, use the command ..... embedded at the beginning of the code segment.

(a) 

(b) 

(c)

(d)

32 Python translates programming codes ..... .

(a) all at once (b) in batches (c) line by line (d) none of them

33 A robot is a device that can be programmed to perform tasks ..... .

(a) manually (b) randomly (c) automatically (d) none of them

34 Python is ..... for beginners.

(a) difficult (b) easy (c) complex (d) outdated

35 To add a new object, press on .....

(a) Start (b) Stop (c) Area Blocks (d) Choose Sprite

36 Python can be integrated with ..... .

(a) C (b) C++ (c) Java (d) all of them

37 A power source for robots is the ..... .

(a) sensors (b) motors (c) batteries (d) software

38 To display text, variables, or even the results of arithmetic operations, we use the function .....

a Cos ( ) b Type ( ) c Print ( ) d Sin ( )

39 Python is known for its ..... .

a versatility b limiting c complexity d high cost

40 Deep learning mainly relies on ..... .

a neural networks b databases c robotics d language models

41 Python has libraries for ..... .

a data analysis b graph creation c both a and b d none of them

42 A new background for the project is inserted by pressing .....

a Script Area b Stage c Choose Sprite d Choose a Backdrop

43 NumPy library is used in ..... .

a data analysis b data science c web development d none of them

44 Pandas is a library for ..... .

a creating graphs b data analyzing c machine learning d none of them

47 Robots can move, sense, and interact with their surroundings using .....

a sensors b motors c controllers d all of them

48 Python libraries provide ..... .

a complex codes b limited functions c pre-built codes d none of them

49 Matplotlib library is used for ..... .

a creating graphs b data analysis c web development d none of them

50 Personal assistants, such as ....., understand your commands and perform them.

a Siri b Alexa c Scratch d both a and b

51 The file extension for Scratch project is .....

a Sb3 b bmp c Jpg d exe

52 When you make a Scratch project, to move the sprite, use the ..... command group.

(a) Looks (b) Motion (c) Events (d) Control

53 ..... is/are considered the "brain" of the robot.

(a) Sensors (b) Motors (c) The structure (d) The controller

54 An example of educational robots is ..... .

(a) Roomba (b) Zoomba (c) LEGO Mindstorms (d) all of them

55 In Scratch, to repeat the sprite's movement, we use the ..... .

(a) Start (b) Stop (c) Command Blocks Area (d) Choose Sprite

56 To take pictures and videos, we use ..... sensors.

(a) sound (b) touch (c) light (d) motion

57 The "Wait" command is found in the ..... blocks.

(a) Motion (b) Looks (c) Events (d) Control

58 The main part that carries all components of a robot is the ..... .

(a) sensors (b) motors (c) structure (d) controller

59 To make the movement continuous, you can install the "move" command ..... time(s).

(a) one (b) several (c) zero (d) none of them

60 ..... sites use AI to suggest products based on your purchasing behavior.

(a) Smart games (b) Smart shopping (c) Digital doctors (d) Instant translator

61 In Scratch program, to add sound effect to the sprite, use the command ..... .

(a) Repeate (b) Looks (c) Play sound (d) Choose a Backdrop

62 ..... is a tool that helps you create models to recognize images, sounds, and movements.

(a) Google Drive (b) Microsoft Edge (c) Teachable Machine (d) Alexa

63 To save a project, choose "Save to your computer" from the ..... menu.

(a) File (b) Edit (c) View (d) Help

64 ..... sensors are used for non-contact temperature measurement.

(a) Ultrasonic (b) Infrared (c) Light (d) Motion

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65 In Scratch, to start drawing with the pen, use the ..... block.

(a) pen up (b) pen down (c) set pen color (d) none of them

66 Scratch uses ..... to create programs.

(a) command-lines (b) visual blocks (c) text-based (d) audio files

67 The "Pen" extension is used to ..... .

(a) move sprites (b) draw shapes (c) play sounds (d) change the background

68 ..... make(s) the robot smart, including algorithms to respond to information.

(a) A controller (b) Software (c) Motors (d) Sensors

69 X=0 represents the ..... axis.

(a) horizontal (b) vertical (c) diagonal (d) none of them

70 ..... is a field of AI that involves learning from mistakes.

(a) Machine Learning (b) Smart shopping (c) Computer Vision (d) Robotics

71 In Scratch, to stop drawing with the pen, use the ..... block.

(a) pen up (b) pen down (c) set pen color (d) none of them

72 An example of a communication tool used by robots is ..... .

(a) sensors (b) Wi-Fi (c) Bluetooth (d) both b and c

73 The "Sprite" in Scratch represents a/an ..... .

(a) object (b) file menu (c) background (d) command block

74 ..... is a field of AI that enables computers to interpret visual information.

(a) Robotics (b) Computer Vision (c) Deep Learning (d) Machine Learning

75 ..... sensors help cars determine the distance to other vehicles.

(a) Sound (b) Light (c) Infrared (d) Distance

76 ..... sensors are commonly used in remote controls.

(a) Ultrasonic (b) Infrared (c) Light (d) Motion

77 The ..... contains the objects used in the project.

(a) Menu Bar (b) Script Area (c) Command Blocks Area (d) Sprites Area

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78 Medical robots are known for their ..... .

(a) cleaning (b) accuracy (c) speed (d) entertainment

79 The Sprites Area in Scratch contains ..... .

(a) Extentions (b) sprites (c) sounds (d) blocks

80 Laser rangefinders are accurate because they use ..... .

(a) sound waves (b) visible light (c) infrared waves (d) laser beams

Question 02 put (√) or (×)

1 Medical robots help doctors performing surgeries. ( )

2 Scratch is a paid program. ( )

3 Python is used in data science and machine learning. ( )

4 Artificial intelligence is used only in the video game industry. ( )

5 In the Scratch program, a code segment is a combination of commands arranged in a specific order. ( )

6 Sensors are not used in smartphones. ( )

7 Artificial intelligence can assist doctors in diagnosing diseases. ( )

8 Python is considered one of the most difficult programming languages. ( )

9 Scratch uses a visual interface based on blocks. ( )

10 It is not possible to create applications and websites using Python. ( )

11 Visible light sensors help cars determine the distance to other vehicles. ( )

12 Python is considered an interpreted language because it translates code line by line. ( )

13 Before executing any project, the coordinates of the object on the stage are X=10 and Y=10. ( )

14 Python is considered a free and open-source language, which does not allow anyone to develop it. ( )

15 The design of the structure affects the weight of the robot and its ability to move. ( )

16 Artificial intelligence is only one type. ( )

17 In the Wait command, the wait value of 1 represents (1 second). ( )

18 One of the disadvantages of Python is the limited libraries that you can use. ( )

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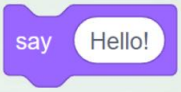
19. The Scratch program helps the student learn the principles of programming. ( )
20. The robots' work is limited to factories only. ( )
21. Python is used in web application development, data science, artificial intelligence, machine learning, and game programming. ( )
22. In Python, when naming variables, reserved words can be used. ( )
23. The object's position on the stage is determined by the value of the horizontal axis X and the vertical axis Y. ( )
24. Narrow artificial intelligence can perform any task that a human can perform. ( )
25. To display Hello on the stage, select the 

command Blocks. ( )
26. To determine the type of a variable, we do not need to use the type( ) function. ( )
27. Artificial intelligence is a branch of computer science. ( )
28. We use click and drag-and-drop to interact with any command (inside) the code segment. ( )
29. Matplotlib: is a library for data analysis and manipulation. ( )
30. In Python, the NumPy library is used in data science, statistics, and artificial intelligence. ( )
31. The cost of a sensor is not a significant factor when choosing the appropriate type. ( )
32. Python can be integrated with other languages such as C, C++, and Java. ( )
33. In the Scratch program, students face difficulties in sharing projects with others. ( )
34. Y = 10, the data type of variable Y is an integer. ( )
35. Self-driving cars rely entirely on artificial intelligence. ( )
36. A variable name cannot start with a letter or (_) character. ( )
37. The Scratch program offers a wide range of ideas that can be programmed. ( )
38. To determine the type of a variable, you can use the Len() function. ( )
39. The motors used in robots include electric motors and pneumatic motors. ( )
40. The variable name can contain letters (A-Z), numbers, or the underscore _. ( )
41. Laser rangefinders are accurate because they use laser beams. ( )
42. The "Repeat" command is found in the Control group. ( )

43. To save your project, select Save to your computer from the File menu. ( )
44. Artificial intelligence can learn new things slowly. ( )
45. To make the movement continuous, you can assemble the command several times. ( )
46. Pandas is a library for data analysis and manipulation in Python. ( )
47. The position of the Sprite can be changed on the stage by double-clicking on it. ( )
48. Text value for variables are placed between single quotes ' ' or double quotes " ". ( )
49. (Is_taher_student = False), the data type of the variable (Is_taher_student) is Boolean. ( )
50. The first step in the operation of the sensor device is signal conversion. ( )
51. Smart games are used to make playing games more fun. ( )
52. In Scratch, we use the coordinates (x, y) to determine the location of a point on the stage. ( )
53. Scratch does not allow changing the language of the interface. ( )
54. The control unit processes the data collected by the sensors and issues commands to the motors. ( )
55. The Stop command is used to watch the project execution. ( )
56. Sensors work by capturing information, then converting it into electrical signals. ( )
57. To be able to move the object, we use the Motion Blocks from the Area Blocks. ( )
58. The value of a variable cannot be changed during the execution of a program. ( )
59. To modify the name of the sprite, click on its current name and rename it. ( )
60. Instant translator is used to facilitate communication between people. ( )
61. The “Sprite” in Scratch refers to the background of the project. ( )
62. In Scratch, the name of the sprite can be changed multiple times. ( )
63. An ultrasonic sensor is used for non-contact temperature measurement. ( )
64. City = “Cairo”, the data type of the variable City is a string. ( )
65. The position of the object on the platform is determined only by the value of the horizontal axis X. ( )
66. The areas of use of robots include industry, healthcare, and education. ( )

67 The sprite cannot be deleted from the stage. ( )
68 Distance sensors help robots avoid collisions. ( )
69 In Scratch, the horizontal and vertical axes are used to determine the current position of the sprite on the stage. ( )
70 Robots do not need to use software to operate. ( )
71 The direction of the object's movement can be changed by pressing the word Direction. ( )
72 TAHER, Taher, taher, TaheR are 4 variables names for variables in Python. ( )
73 Laser rangefinders are less accurate than ultrasonic sensors. ( )
74 A new background is inserted to the project through the programming area. ( )
75 The smart lighting system in the home uses sensors to turn on the lights automatically when someone enters the room. ( )
76 The object's name can be modified only once. ( )
77 When installing Python, you need to choose between 64bit or 32bit, based on your device specifications. ( )
78 Vision sensors are used to capture sounds. ( )
79 Variables in programming languages are reserved places in memory to store and hold a specific value. ( )
80 Smart shopping gives you suggestions for products you might like. ( )
81 In the Scratch program, the stage area displays the code blocks. ( )
82 The text editor allows you to write longer and more complex codes and save them to run later. ( )
83 Infrared sensors are not used in consumer electronics. ( )
84 Scratch can be downloaded for free from its official website. ( )
85 The object can be deleted from the stage. ( )
86 Robots rely on direct energy sources only and we cannot use batteries or solar cells. ( )
87 Only one object can be added to the stage. ( )
88 Touch screens rely on sensors to detect where a finger touches the screen. ( )
89 The sprites used in the project appear in the Sprites area. ( )
90 General artificial intelligence focuses on performing a specific task. ( )
91 Scratch program is considered a difficult educational tool to use. ( )
92 The “pen down” block makes the pen start drawing. ( )

93 To modify the object's name, press its current name and rename it. ( )

94 Robots use communication tools to interact with users or other robots. ( )

95 Robots are very good at doing a lot of things with great accuracy ( )

96 Visual Studio is an example of a text editor used for Python programming. ( )

97 Robots do not need to use software in their work. ( )

98 Python is a versatile language used in game programming. ( )

99 In the Scratch program, the student needs to write a lot of complex codes. ( )

انتهت الأسئلة مع أطيب الامنيات بالنجاح والتوفيق

بنك أسئلة

الصف الأول الإعدادي ٢٠٢٥

المتميز

أ/ محمود سعيد

Model Answers

ICT

Final Revision

1 الصف الأول الاعدادي

إعداد

أ/ محمود سعيد

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Second Term Questions Bank

Question 01 choose the correct Answer

1. ..... are used to avoid obstacles.
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(a) Choose Sprite (b) Add Extension (c) Delete Sprite (d) Change Backdrop

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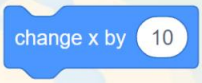
(a) 

(b)

(c)

(d)

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61 In Scratch program, to add sound effect to the sprite, use the command ..... .

(a) Repeate (b) Looks (c) Play sound (d) Choose a Backdrop

62 ..... is a tool that helps you create models to recognize images, sounds, and movements.

(a) Google Drive (b) Microsoft Edge (c) Teachable Machine (d) Alexa

63 To save a project, choose "Save to your computer" from the ..... menu.

(a) File (b) Edit (c) View (d) Help

64 ..... sensors are used for non-contact temperature measurement.

(a) Ultrasonic (b) Infrared (c) Light (d) Motion

65 In Scratch, to start drawing with the pen, use the ..... block.

(a) pen up (b) pen down (c) set pen color (d) none of them

66 Scratch uses ..... to create programs.

(a) command-lines (b) visual blocks (c) text-based (d) audio files

67 The "Pen" extension is used to ..... .

(a) move sprites (b) draw shapes (c) play sounds (d) change the background

68 ..... make(s) the robot smart, including algorithms to respond to information.

(a) A controller (b) Software (c) Motors (d) Sensors

69 X=0 represents the ..... axis. a. b. c. d.

(a) horizontal (b) vertical (c) diagonal (d) none of them

70 ..... is a field of AI that involves learning from mistakes.

(a) Machine Learning (b) Smart shopping (c) Computer Vision (d) Robotics

71 In Scratch, to stop drawing with the pen, use the ..... block.

(a) pen up (b) pen down (c) set pen color (d) none of them

72 An example of a communication tool used by robots is ..... .

(a) sensors (b) Wi-Fi (c) Bluetooth (d) both b and c

73 The "Sprite" in Scratch represents a/an ..... .

(a) object (b) file menu (c) background (d) command block

74 ..... is a field of AI that enables computers to interpret visual information.

(a) Robotics (b) Computer Vision (c) Deep Learning (d) Machine Learning

75 ..... sensors help cars determine the distance to other vehicles.

(a) Sound (b) Light (c) Infrared (d) Distance

76 ..... sensors are commonly used in remote controls.

(a) Ultrasonic (b) Infrared (c) Light (d) Motion

77 The ..... contains the objects used in the project.

(a) Menu Bar (b) Script Area (c) Command Blocks Area (d) Sprites Area

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78 Medical robots are known for their ..... .

(a) cleaning (b) accuracy (c) speed (d) entertainment

79 The Sprites Area in Scratch contains ..... .

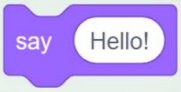
(a) Extentions (b) sprites (c) sounds (d) blocks

80 Laser rangefinders are accurate because they use ..... .

(a) sound waves (b) visible light (c) infrared waves (d) laser beams

Question 02 put (√) or (×)

1 Medical robots help doctors performing surgeries. ✓
2 Scratch is a paid program. ×
3 Python is used in data science and machine learning. ✓
4 Artificial intelligence is used only in the video game industry. ×
5 In the Scratch program, a code segment is a combination of commands arranged in a specific order. ✓
6 Sensors are not used in smartphones. ×
7 Artificial intelligence can assist doctors in diagnosing diseases. ✓
8 Python is considered one of the most difficult programming languages. ×
9 Scratch uses a visual interface based on blocks. ✓
10 It is not possible to create applications and websites using Python. ×
11 Visible light sensors help cars determine the distance to other vehicles. ✓
12 Python is considered an interpreted language because it translates code line by line. ✓
13 Before executing any project, the coordinates of the object on the stage are X=10 and Y=10. ×
14 Python is considered a free and open-source language, which does not allow anyone to develop it. ×
15 The design of the structure affects the weight of the robot and its ability to move. ✓
16 Artificial intelligence is only one type. ×
17 In the Wait command, the wait value of 1 represents (1 second). ✓
18 One of the disadvantages of Python is the limited libraries that you can use. ×

19. The Scratch program helps the student learn the principles of programming. ✓
20. The robots' work is limited to factories only. ✗
21. Python is used in web application development, data science, artificial intelligence, machine learning, and game programming. ✓
22. In Python, when naming variables, reserved words can be used. ✗
23. The object's position on the stage is determined by the value of the horizontal axis X and the vertical axis Y. ✓
24. Narrow artificial intelligence can perform any task that a human can perform. ✗
25. To display Hello on the stage, select the 

command Blocks. ✓
26. To determine the type of a variable, we do not need to use the type( ) function. ✗
27. Artificial intelligence is a branch of computer science. ✓
28. We use click and drag-and-drop to interact with any command (inside) the code segment. ✓
29. Matplotlib: is a library for data analysis and manipulation. ✗
30. In Python, the NumPy library is used in data science, statistics, and artificial intelligence. ✓
31. The cost of a sensor is not a significant factor when choosing the appropriate type. ✗
32. Python can be integrated with other languages such as C, C++, and Java. ✓
33. In the Scratch program, students face difficulties in sharing projects with others. ✗
34. Y = 10, the data type of variable Y is an integer. ✓
35. Self-driving cars rely entirely on artificial intelligence. ✗
36. A variable name cannot start with a letter or (_) character. ✗
37. The Scratch program offers a wide range of ideas that can be programmed. ✓
38. To determine the type of a variable, you can use the Len() function. ✗
39. The motors used in robots include electric motors and pneumatic motors. ✓
40. The variable name can contain letters (A-Z), numbers, or the underscore _. ✓
41. Laser rangefinders are accurate because they use laser beams. ✓
42. The "Repeat" command is found in the Control group. ✓

43. To save your project, select Save to your computer from the File menu. ✓
44. Artificial intelligence can learn new things slowly. ✗
45. To make the movement continuous, you can assemble the command several times. ✓
46. Pandas is a library for data analysis and manipulation in Python. ✓
47. The position of the Sprite can be changed on the stage by double-clicking on it. ✗
48. Text value for variables are placed between single quotes ' ' or double quotes " ". ✓
49. (Is_taher_student = False), the data type of the variable (Is_taher_student) is Boolean. ✓
50. The first step in the operation of the sensor device is signal conversion. ✗
51. Smart games are used to make playing games more fun. ✓
52. In Scratch, we use the coordinates (x, y) to determine the location of a point on the stage. ✓
53. Scratch does not allow changing the language of the interface. ✗
54. The control unit processes the data collected by the sensors and issues commands to the motors. ✓
55. The Stop command is used to watch the project execution. ✗
56. Sensors work by capturing information, then converting it into electrical signals. ✓
57. To be able to move the object, we use the Motion Blocks from the Area Blocks. ✓
58. The value of a variable cannot be changed during the execution of a program. ✗
59. To modify the name of the sprite, click on its current name and rename it. ✓
60. Instant translator is used to facilitate communication between people. ✓
61. The “Sprite” in Scratch refers to the background of the project. ✗
62. In Scratch, the name of the sprite can be changed multiple times. ✓
63. An ultrasonic sensor is used for non-contact temperature measurement. ✗
64. City = “Cairo”, the data type of the variable City is a string. ✓
65. The position of the object on the platform is determined only by the value of the horizontal axis X. ✗
66. The areas of use of robots include industry, healthcare, and education. ✓

67 The sprite cannot be deleted from the stage. ✗
68 Distance sensors help robots avoid collisions. ✓
69 In Scratch, the horizontal and vertical axes are used to determine the current position of the sprite on the stage. ✓
70 Robots do not need to use software to operate. ✗
71 The direction of the object's movement can be changed by pressing the word Direction. ✓
72 TAHER, Taher, taher, TaheR are 4 variables names for variables in Python. ✓
73 Laser rangefinders are less accurate than ultrasonic sensors. ✗
74 A new background is inserted to the project through the programming area. ✗
75 The smart lighting system in the home uses sensors to turn on the lights automatically when someone enters the room. ✓
76 The object's name can be modified only once. ✗
77 When installing Python, you need to choose between 64bit or 32bit, based on your device specifications. ✓
78 Vision sensors are used to capture sounds. ✗
79 Variables in programming languages are reserved places in memory to store and hold a specific value. ✓
80 Smart shopping gives you suggestions for products you might like. ✓
81 In the Scratch program, the stage area displays the code blocks. ✗
82 The text editor allows you to write longer and more complex codes and save them to run later. ✓
83 Infrared sensors are not used in consumer electronics. ✗
84 Scratch can be downloaded for free from its official website. ✓
85 The object can be deleted from the stage. ✓
86 Robots rely on direct energy sources only and we cannot use batteries or solar cells. ✗
87 Only one object can be added to the stage. ✗
88 Touch screens rely on sensors to detect where a finger touches the screen. ✓
89 The sprites used in the project appear in the Sprites area. ✓
90 General artificial intelligence focuses on performing a specific task. ✗
91 Scratch program is considered a difficult educational tool to use. ✗
92 The “pen down” block makes the pen start drawing. ✓

93 To modify the object's name, press its current name and rename it. ✓

94 Robots use communication tools to interact with users or other robots. ✓

95 Robots are very good at doing a lot of things with great accuracy ✓

96 Visual Studio is an example of a text editor used for Python programming. ✓

97 Robots do not need to use software in their work. ✗

98 Python is a versatile language used in game programming. ✓

99 In the Scratch program, the student needs to write a lot of complex codes. ✗

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